

24 PULL-OUT POSTERS! • COMIC STORIES! • LATEST SONIC NEWS! • TIMELINE FEATURETTE!

SONIC SUPER SPECIAL

POSTER SPECTACULAR

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TONS OF
COMICS, PLUS
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INSIDE!



Archie
COMICS
SEGA

PLUS:



KNUCKLES
THE ECHIDNA



SHADOW
THE HEDGEHOG



AMY
AMY ROSE

SONIC SUPER SPECIAL

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PHOENIX DOWN!

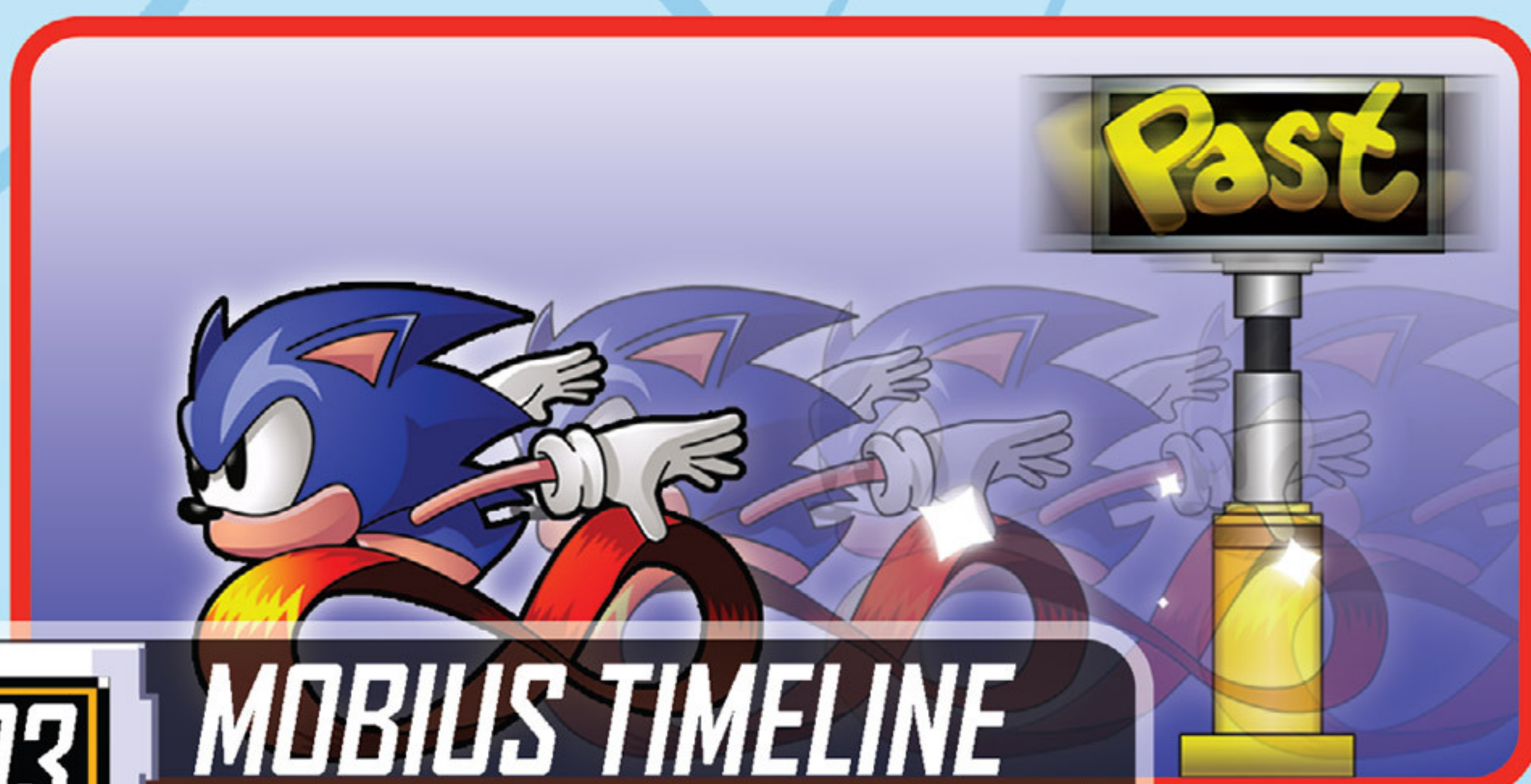
The Freedom Fighters and the Chaotix enter the perimeter of the Eggman Empire to put an end to the doctor's mayhem. Can Sonic light a fire under his feet, or will he just burn out?



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FAMILY MATTERS

Doctor Eggman has turned the walrus herd into mindless zombies! Not only that, but Silver the Hedgehog has it out for Rotor! What's everybody got against the walrus'?



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Take a cruise through the history of the Sonic Comic continuity, complete with brand new, never before seen art!

HEY KIDS!
TO ACCESS THE POSTERS, SIMPLY REMOVE THE STAPLES! ENJOY THIS SPECIAL ISSUE!

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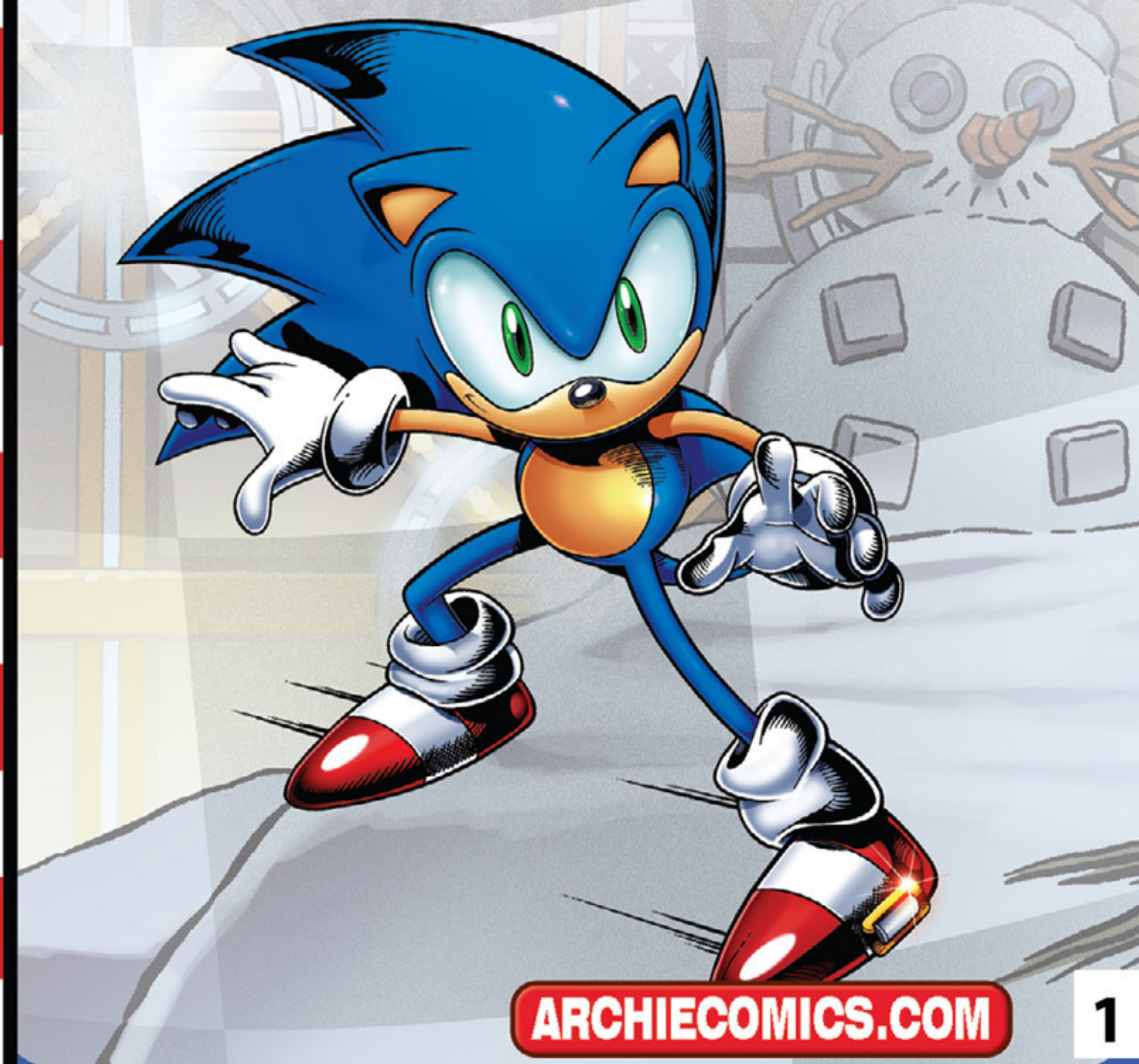
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SONIC SUPER SPECIAL

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SONIC SUPER SPECIAL MAGAZINE

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SONIC GRAMS PRESENTS



HEY KIDS!

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P.O. BOX # 419

MAMARONECK NY 10543-0419

YOU CAN ALSO WRITE

IN VIA E-MAIL: SONIC@ARCHIECOMICS.COM

LETTERS

Happy Holidays, and welcome to the SONIC SUPER SPECIAL MAGAZINE! This issue marks our first ever POSTER SPECIAL! We've gotten endless letters to "SUPER SPECIAL DELIVERY" demanding more posters, and well, we couldn't pass up the opportunity! Keep writing in to let us know what you're lovin', or just give us a SHOUT OUT! We're all ears!

Dear 'Super Special Delivery', First of all let me say that Ben Bates' artwork is outstanding! He must have put a lot of time and effort in the cover of 'Sonic Super Special 4'. Give him a well deserved high five.

High five? You got it! I bet you'll see a poster or two of his artwork in this very issue! Let us know if you spotted it! The high five will be delivered express mail.

Alright, down to the questions.

1. In 'Mobius 25 Years Later' I noticed that Sally wasn't a robot. Does this mean she gets de-roboticized in the Sonic comics?

Well, Mobius 25 Years Later features only one of a billion possible realities that Sonic and friends may end up in. Sally's fate

in Mobius Prime is yet to be written. So keep on reading if you wanna find out! MWHAHAHAHA!

2. Was Geoffrey St. John ever part of the Secret Freedom Fighters?

Geoffrey was actually a part of a different pack of Freedom Fighters called the Secret Service. This was before we learned of his apprenticeship with the evil Ixis Naugus!

3. Will there ever be a Sonic Comics Application for the computer? That would be way past cool.

Stay tuned for future updates. In the meantime, check out the Archie Comics desktop app for all of your Sonic Comic needs!

I hope you will take the time to answer my questions. Keep up the good work,
Allen K.
sent to sonic@archiecomics.com

SUPER SPECIAL DELIVERY

Thanks, Allen! We most definitely will!

Dear 'Super Special Delivery',
I was blown away several times because the comics are soooooo awesome (a bit too much because my head hurts)!!!

Coming soon: Sonic-brand headache reliever! When too much awesome melts your brain!

I've been thinking about Sonic Super Special Magazine #4 and the only one who can talk some sense to King Shadow would be Maria! In the timeline, how can you bring back someone who has been dead for 75 years?

Aw that's simple, comic writers do it all the time! Then they put those characters in movies. But hey, this is Sonic comics here, and the chances of Maria returning from the grave are slim. It's a good thing Shadow befriended Hope Kintobor -- maybe SHE can talk some sense into him!

I think Rotor, Tails and Uncle Chuck could team up for creating something like soul caller to bring Maria's soul back. She'll probably know what's happening and she would probably feel that there is something wrong with Shadow. But this is just what I think might happen later. Well, I must go now. Good luck saving Sally and beating Eggman and Naugus (Nagusicle!)!!

Catherine B.
sent to sonic@archiecomics.com

Cool theory, Catherine! I'll pass along your well-wishes to Sonic as he and his buds continue to take the fight to Eggman and Ixis Noogie--I mean Naugus!

Dear 'Super Special Delivery',
I'm so happy that the past issues are being completed again, and I can't wait for the next volume to come out. It's like fitting puzzle pieces together to form a whole cool

picture. I'm a GIANT SONIC FAN who's collected Sonic comics and games for the past ten years. So I'm extremely into it. It's really hard to keep up this hobby right now because both sides are selling Sonic like crazy but I don't mind.

That's the spirit!

I love the brand new Sonic Super Special magazine. It's totally the coolest Sonic comic since the Mobius 25-30 Years later saga. I hope it also includes Sonic Genesis and other game adaptations.

Saaaay -- you can get ALL the Sonic game adaptation stories in one handy-dandy digital package! Check out the Sonic App for the "Sonic: the Games" collections, which feature story adaptations of classic, millennium, and modern Sonic games!

I really like the whole Sonic Legacy series in the Sonic comics, it's great! I hear that it's in Sonic SatAM's footsteps. Is that true?

It sure is! And don't forget to pick up Sonic Legacy Series vol2 coming this fall! plugplugplug

Anyways, I will be honored at all costs to get posted in a Sonic comic someday. This is a fun year to be a Sonic fan because it's Sonic's 21st anniversary, whoo hoo!!! Bye.

**Sincerely,
Kristy C.**
sent to sonic@archiecomics.com

Stay cool, Kristy -- and thanks for writing in!

That's all the room we've got this month, Sonic-peoples, but we'll see y'all back here next time for some Knuckles-ey goodness starring Rad Red and the Chaotix!

SUPER SHOUT-OUTS

"I attended the Archie Action hour panel at NYCC this year and my mind was blown by the news of what's coming soon!"

~ Elizabeth S. sent to
sonic@archiecomics.com

"I hope Sonic Super Special stays really popular and keeps getting tons of fan letters and gets a 200th issue."

~ Nick M. sent to
sonic@archiecomics.com

"The timeline has been one of the single most greatest things I've seen in the Sonic comics in a long time."

~ Steven C. sent to
sonic@archiecomics.com

"I'll have the usual!"

~ Ian T. from
North Carolina

"Is there any chance of Sonic and Amy getting together or should I just give up?"

--Blossom901 sent to
sonic@archiecomics.com



THE CROSSOVER EVENT: SONIC & MEGA MAN™ MAKE HISTORY!

WORLDS COLLIDE AS THE SONIC THE HEDGEHOG, SONIC UNIVERSE,
AND MEGA MAN™ COMICS CROSSOVER SPRING 2013!



FRIENDS OR FOES?

HOW KINDLY WILL SONIC TAKE TO
THE NEW BLUE HERO IN TOWN?

Since the very beginning of gaming culture, few video game characters have reached the iconic status of Sonic the Hedgehog, Sega's blue blur, and Mega Man™, Capcom's blue bomber! With nearly 50 years of games, television and more between these two franchises, the legendary characters have touched millions of fans around the world. Now, in the pages of Archie Comics, these two legends will meet for the very first time -- anywhere!

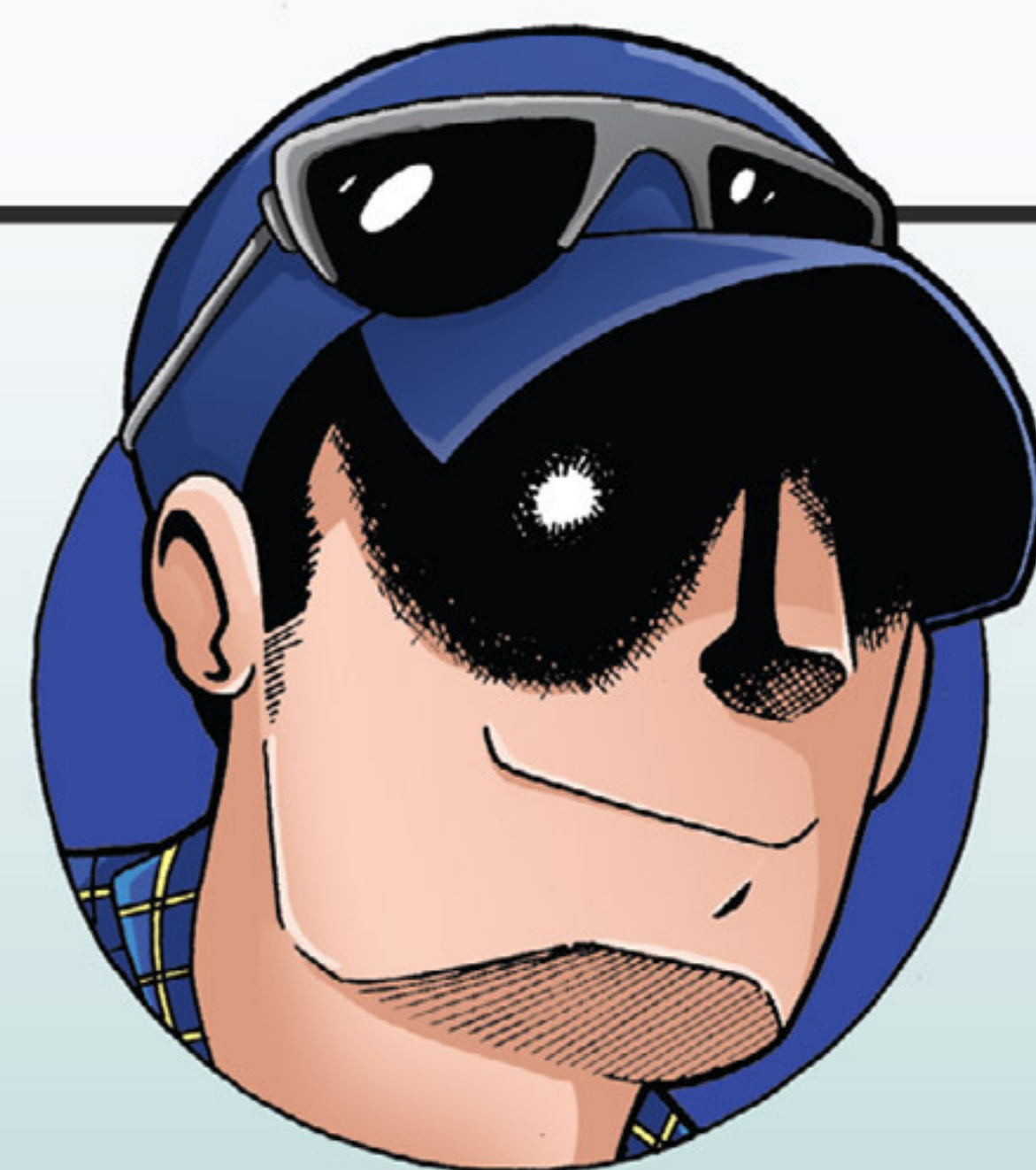
This Spring marks the beginning of "WORLDS COLLIDE," the 12-part epic crossover event spanning 3 titles, 4 months, and marking the historic meeting between Sonic the Hedgehog and Mega Man™. The action kicks off in Mega Man™ #24, when Dr. Eggman and Dr. Wily get together to wreak havoc on their respective universes, and there are only two blue heroes that can stand in their way! But will this event be all

high-fives and teamwork? NO WAY! Get ready for explosive action and intense drama as these two universes battle it out -- for the fate of existence itself!

SPAZ RETURNS!

SONIC COMICS LEGEND PATRICK SPAZIANTE BRINGS THE AWESOME RIGHT TO YOU!

Patrick Spaziante is a veteran and fan-favorite artist best known to Sonic fans as the amazingly talented "Spaz"! With a heavy anime/manga influence, solid character and environmental design, and an insane eye for detail, it's no wonder why Spaz is one of the best! Spaz first debuted as a penciler in the first forty-eight page special Sonic: In Your Face (which has been reprinted in Sonic Select vol. 1). He really made his mark in his first regular issue with Sonic the Hedgehog #21, and cemented his place among the "All Time Greats" with his stunning work in the "Mecha Madness" arc (which you can find in Sonic Archives vol. 10 and Sonic Select vol. 2)



Spaz is also the single greatest contributor to the Sonic covers with hundreds to his name, the first being Sonic the Hedgehog #21. (Seems like that was a good issue for Spaz, eh?) A man of such talents is in high demand, so sometimes the cover duties have gone to other great artists. But he can't stay away from the Blue Blur -- or the Blue Bomber! Expect to see more amazing Spaz covers coming up, including the covers for the epic Sonic/Mega Man™ crossover! ■



All twelve parts will be written by Sonic the Hedgehog, Sonic Universe and Mega Man™ scribe Ian Flynn, who will be placing these characters we all know so well into their historic first meeting. And that's not all! All twelve issues feature stunning NEW cover art from Patrick "Spaz" Spaziante! Spaz has made his mark on both franchises over the past 17 years, and recently on 2011's uber-successful *Mega Man™: Let the Games Begin* and *Sonic: Genesis* story arcs! More on this history-making event as details unfold -- but one thing's for sure: WORLDS -- WILL -- COLLIDE! ■



RED RIVALS

GET READY TO SEE A WHOLE SLEW OF CHARACTERS FROM BOTH UNIVERSES!

REVVIN' UP

Rev up your engines, 'cause *Sonic & All Stars Racing Transformed* is out now for all of your favorite video game consoles! Be sure to check out our exclusive comic adaption in *Sonic Universe #45*, available now in comic shops and for digital download on the Sonic Comics App!! ■

SONIC UNIVERSE

We're on the fast track to our second milestone issue of Sonic Universe! Until then, check out this mysterious teaser cover image! I'll tell you now, it's gonna ROCK! ■



SONIC UNIVERSE #50

CAN YOU GUESS WHO'S COMING BACK TO THE SONIC COMIC UNIVERSE?

SONIC SUPER SPECIAL



PRESENTS: THE GRAPHIC NOVEL SPECTACULAR

Welcome, Sonic fans young and old! Jonathan "WB" Gray, your Sonic Off-Panel artist here! The Archie Sonic Team has seen fit to give me my own column (*THE FOOLS! MWAHAHAHA!!!*) where I can discuss topics with you guys and be "YOUR MAN ON THE INSIDE!"



Sonic Genesis: Trade Paperback

Releases - 10/31/2012 \$14.99 US/\$16.99 CAN

Celebrate the 20th anniversary of Sonic the Hedgehog with this awesome trade paperback! Collecting the entire "Sonic Genesis" saga from start to finish, witness the launch of the Death Egg MK2 and an ending that will *knock your socks off!*

Sonic Archives #19

Releases - 11/14/2012 \$7.99 US/\$8.99 CAN

It's makeover madness as Sonic gets himself a snazzy new look! Meanwhile, the "Mystery Satellite Saga" comes to a deadly conclusion for our heroes -- because somebody else has gotten himself a new look too. Somebody who's *supposed* to be dead...



Today I'm going to discuss a special labor of love called "*The Sonic Comic Encyclopedia*" (Out now!).

Upon my hiring in the art department (my graduation from the *School of Visual Arts* still pending) finagling this charmer was one of my first tasks. I remember designing the table of contents page and thinking to myself, "The data select screen from Sonic 3 and Knuckles would be a great way to do this!" I drew the left side for our core four Sonic heroes and the right side for their corresponding villains.

Looking back at your old art is always a strange duck. The encyclopedia got delayed a bit and now that it's come out I have a chance to look at the completed version nearly two (??) years later! At the time, no high-res renders for *Mephiles the Dark* existed. I never owned an Xbox so I couldn't play the game to see him for myself. So, I cobbled something together from blurry screenshots and deciphered the rest on my own.

Several months later, high-res screenshots surfaced, but I'd forgotten all about that image. Fast forward to now. Part of being an artist is learning how to improve your work. There's always a bit of trial and error: sometimes more trial, sometimes more error. But if you don't apply what you've learned to your next project you'll never grow. Basically, don't do what I did and be lax on your research or you'll just wind up frustrated at yourself. And that is pretty much that. :) ■



Sonic the Hedgehog: Legacy Volume 2

Releases - 11/21/2012 \$14.99 US/\$16.99 CAN

Our black and white Sonic comics omnibus returns for Round 2 as we dive headlong into 512 pages of the Classic Freedom Fighters VS Doctor Robotnik! Bear witness to the likes of King Kong, the first appearance of Metal Sonic, and so much more!

The Best of Sonic the Hedgehog: Volume 1 Trade Paperback

Releases - 12/26/2012 \$14.99 US/\$16.99 CAN

Join us as the Archie Comics Sonic Team selects their favorite stories from the history of the series! From "Mecha Madness" to "Eggman Empire" this collection is, bar none, the cream of the crop!



DUB'S TRIVIA CORNER!

This cover for the Sonic Comic Encyclopedia was one of three possible, and completed, covers!



Catch you on the flip side, gang!





THE COMPLETE SONIC COMIC ENCYCLOPEDIA

IT'S ALL HERE! THE ULTIMATE GUIDE TO SONIC COMICS!

There's been a whole lot of Sonic over the years! How much? Well let's do the math! To keep things simple, we'll round up and say there's been (or soon will be) 250 issues of the regular Sonic series. Wow! There have been 23 specials. There have been 3 spin-off titles, and if we do a little bit of rounding on Sonic Universe's behalf, that brings us to one hundred-twenty-two issues in total there. There were 6 Free Comic Book Day issues and 15 issues from all the mini-series. Let's tally that up at Sonic speed and we get -- holy abalone! -- 416 issues of Sonic! And that's not counting the Super Special magazine, Sonic Digest, or the reprint library! How is a Sonic fan supposed to keep up with all that?

We'll tell you how!

The Sonic Encyclopedia!

Complete with almost two hundred pages of Sonic profiles, lore, history and more! It's the ultimate handbook for Sonic fans new and old! See a character you don't recognize? Open up the Encyclopedia. Can't remember why the Robians turned back to normal, or just what happened to Dr. Eggman after "Endgame"? Crack open the Encyclopedia. Want to find out old trivia or brand new, never-before-revealed secrets? Encyclopedia! Snatch it up before some mad doctor does! ■

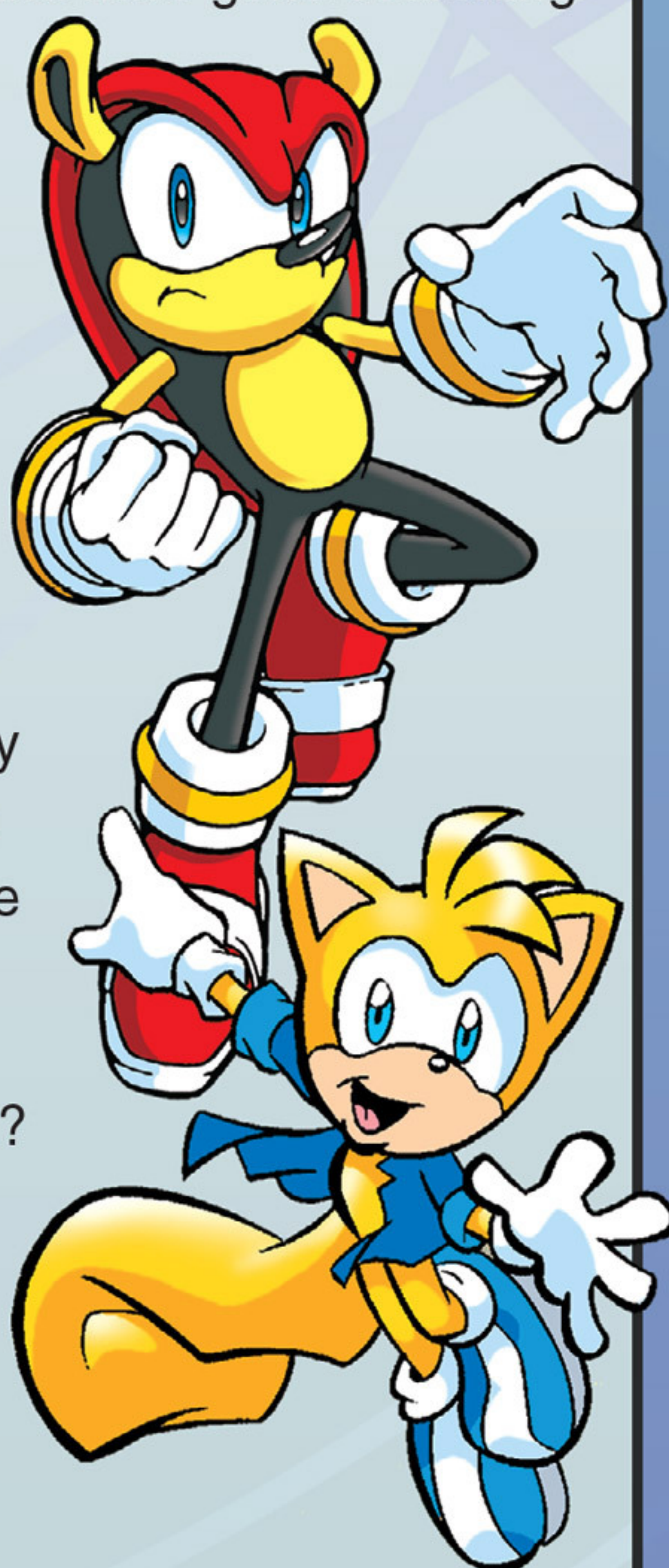
ALL FOR ONE THE CHAOTIX QUEST BEGINS!

After the Iron Dominion's failed takeover, Mighty the Armadillo and Ray the Squirrel went on a search to find Mighty's long lost sister. Mighty regularly sent letters to his friends on Angel Island, but one day -- the letters stopped...

Espio the Chameleon, Vector the Crocodile and Charmy Bee are worried about their long lost friends and have gone searching at the last place Mighty and Ray left off: the Kingdom of Mercia! Little do *any* of them know that there's more than a just few changes waiting in store for more than one set of friend *and* foe...

"CHAOTIX QUEST: All for One" is the long awaited conclusion to the Mighty and Ray story arc started in **Sonic the Hedgehog #212**! Astute readers know by now that Mighty's sister is in fact **Matilda the Armidillo**, second in command to the Sandblast City Legion, but have Mighty and Ray even made it that far? And will the Chaotix even find their friends alive...?

Find out in **SONIC UNIVERSE #46-49** -- available at your local comic book store, Sonic comic store at archiecomics.com, or the Sonic App!! ■

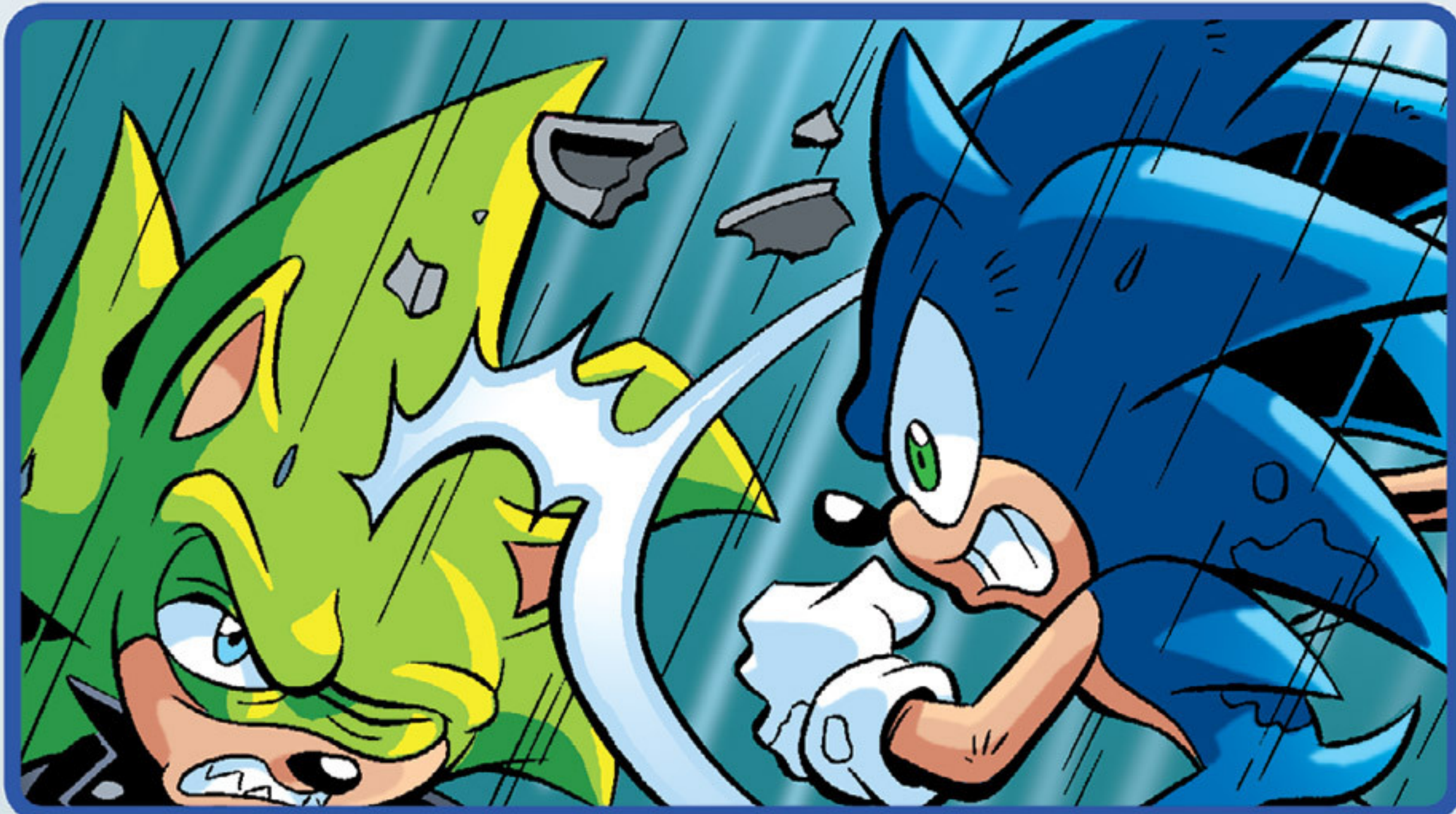


SONIC COMIC SUPER SPECIAL FEATURE!

SONIC THE HEDGEHOG #198

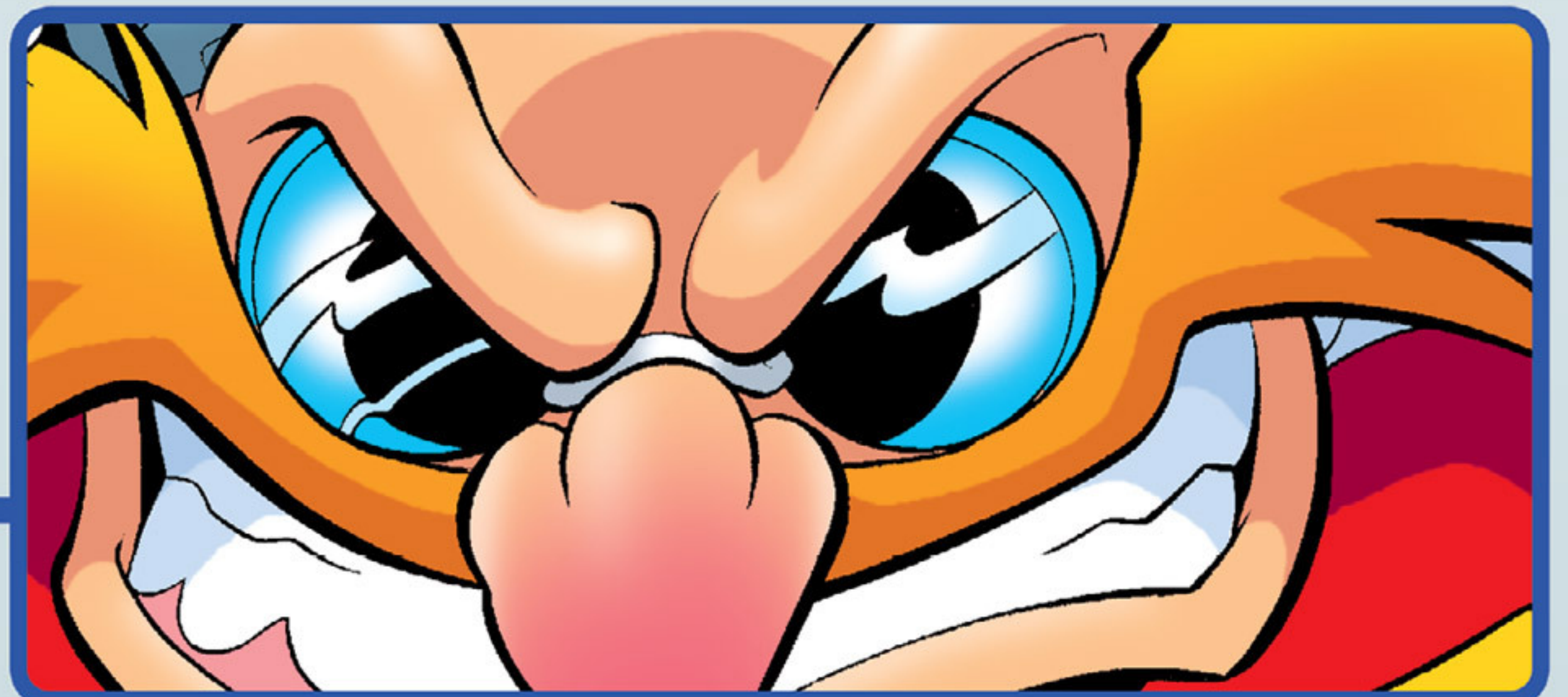
PREVIOUSLY...

THE EGGMAN WAR WAGES ON!
SONIC THE HEDGEHOG AND HIS
FREEDOM FIGHTER PALS HAVE HAD
THEIR HANDS FULL LATELY, MOSTLY DUE
TO THE **DISASTROUS** RETURN OF THE
EVIL SCOURGE!



FOLLOWING A BRIEF STINT AS
“**KING SCOURGE**,” SONIC THE
HEDGEHOG WAS ABLE TO LAY THE
SMACKDOWN ON OL’ MEAN-GREEN
AND **SAVE THE DAY.**

VICTORY ASIDE, **EGGMAN** IS
STILL ON THE LOOSE AND A FINAL
SHOWDOWN WITH THE MAD
DOCTOR APPROACHES! IF SONIC
THINKS HE’S SEEN THE LAST OF
THE **DOCTOR’S DIRTY TRICKS** AND
DEVASTATING MACHINERY, HE’S
GOT **ANOTHER THING COMIN’...**



DID YOU KNOW...

This issue features art from Womanthology creator and renowned artist Renae DeLiz! To date this is her only complete issue of a Sonic the Hedgehog comic, however a back-up starring Snively and the Iron Queen penciled by Renae is featured in Sonic the Hedgehog #206!







SPAZ



















Bent Bates













Tracy
Yardley!



by Yardley! & ZUSCH
+HERAS



Paul
Hardley!
HUN
ZEK
ER



SCOURGE
THE EVIL HEDGEHOG





Traum
Yordley!
Hunzeker





Tracy
Yardley!
Hunzeker

SONIC COMIC SUPER SPECIAL FEATURE!

SONIC THE HEDGEHOG #216

PREVIOUSLY...

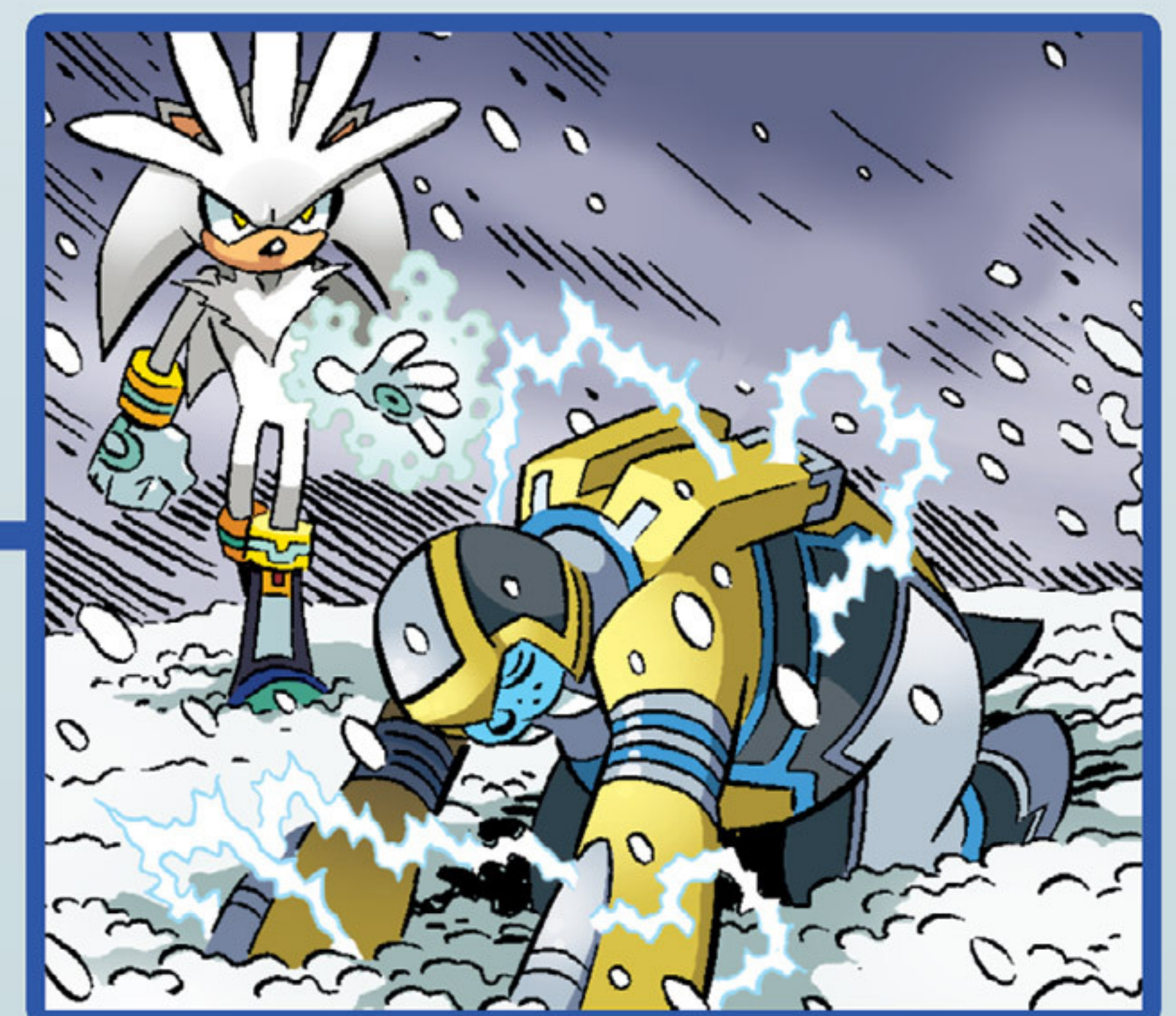
TERROR IN THE TUNDRA!

SONIC THE HEDGEHOG HAS HEADED NORTH TO MEET UP WITH THE **ARCTIC FREEDOM FIGHTERS** FOLLOWING A DISTRESS CALL THE COUNCIL OF ACORN INTERCEPTED. IT APPEARS AS THOUGH **EGGMAN** IS UP TO NO GOOD AND SOME SORT OF MASSIVE REFUELING STATION HAS BEEN ERECTED WITH THE HELP OF A **HYPNOTIZED AND ENSLAVED WALRUS HERD**!



ONLY ONE THING **EGGMAN** DIDN'T TAKE INTO ACCOUNT -- THAT **WALRUS HERD IS FORMER-FREEDOM-FIGHTER ROTOR'S FAMILY!** WITH THE HELP OF A NEW NANITE SUIT BUILT FOR HIM BY **N.I.C.O.L.E.**, ROTOR BLASTED HIS WAY NORTH AS WELL, ONLY TO BE INTERCEPTED BY **SILVER THE HEDGEHOG!**

SILVER IS CONVINCED THERE IS A TRAITOR AMONGST THE **FREEDOM FIGHTERS**, AND HE THINKS ROTOR IS IT! LOOKS LIKE **SONIC** AND THE **ARCTIC FF** ARE ON THEIR OWN AGAINST **EGGMAN'S FORCES** AS ROTOR FINDS HIMSELF LOCKED IN COMBAT WITH THE **SUPER-POWERED SILVER!**

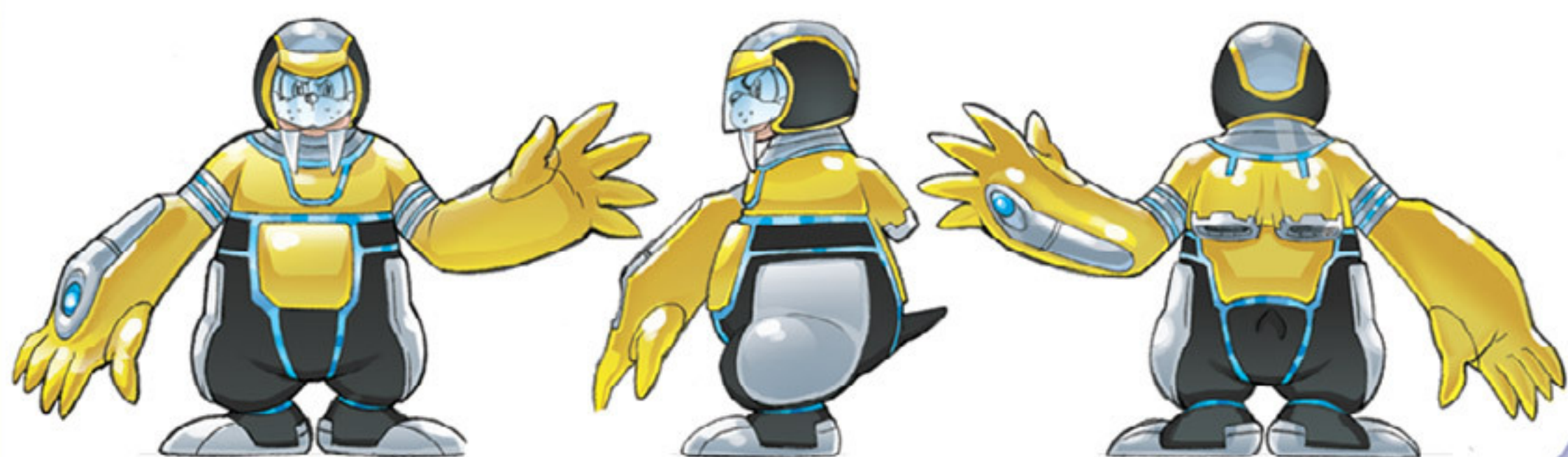


DID YOU KNOW...

Rotor Walrus's nanite suit was first sketched by artist Ben Bates as one of his first assignments for Archie Comics! Ben would go on to draw dozens of issues of Sonic, Mega Man and New Crusaders for Archie, as well as a slew of covers and off-panel strips!



ROTOR! THE WALRUS



ROTOR'S NANITE BATTLESUIT

PROFILE STATS:

First Appearance:

Sonic the Hedgehog #0

Abilities:

Strength – Above-average strength.

Genius – A brilliant inventor who has created vehicles and weaponry.

Rotor's parents, **Sherman** and **Georgette Walrus**, came to **Old Mobotropolis** for new opportunities outside of the traditional **Herd** lifestyle. What they didn't expect was the **Great War**. Rotor grew up listening to his father's war stories and was inspired by tales of the impressive machinery of the war. However, his family

would later be torn apart by **Dr. Robotnik's** takeover.

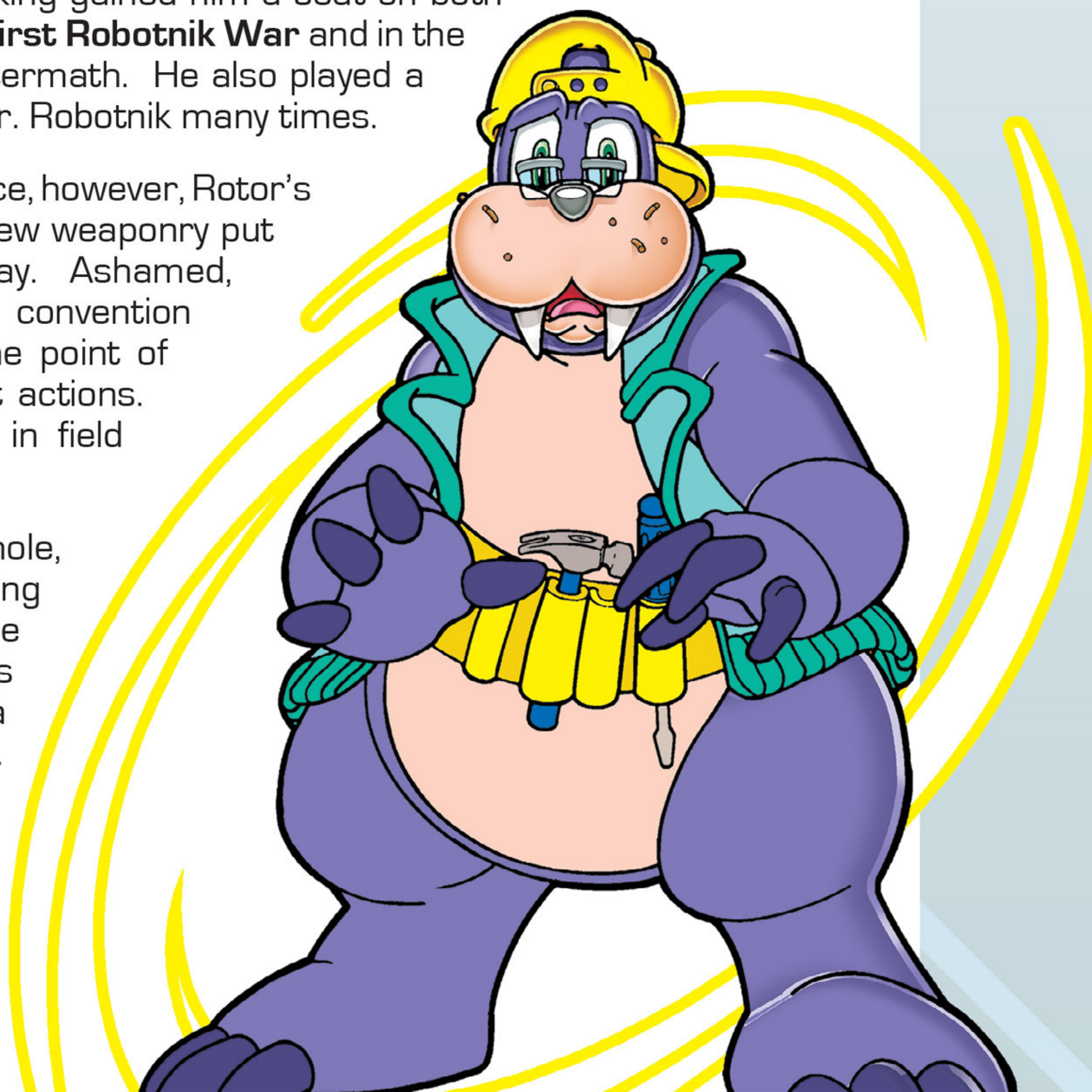
Sherman fell in the initial resistance. Rotor's mother (pregnant with his brother, Skeeter), were lost in the chaos of escaping refugees. Rotor was among many other children separated from their parents. He soon fell in with a group aiming to stop Dr. Robotnik: the **Freedom Fighters**.

Rotor lent his inventor's prowess to the team. But for every success he had some kind of failure – often with explosive results. This, and his interest in heavy weapons, earned him the nickname "Boomer."

Rotor was a tenacious member of the team and one of **Sonic the Hedgehog's** best friends. He was eager to join the firefights, which seemed odd compared to his otherwise gentle nature. His analytical thinking gained him a seat on both the **Knothole Council** during the **First Robotnik War** and in the **Restoration Committee** in its aftermath. He also played a role in protecting his herd from Dr. Robotnik many times.

During the year Sonic spent in space, however, Rotor's disposition shifted. His zeal for new weaponry put many of his friends in harm's way. Ashamed, Rotor fell upon the kingdom's convention of shunning firearms, even to the point of contradicting himself on his past actions. He also took a less active role in field operations.

During the destruction of Knothole, Rotor rescued **Tails** from a collapsing ceiling, but injured his back in the process. He regained most of his mobility but opted to "retire" to a position on the **Council of Acorn**. When the **Naugus**-led council voted to exile **Nicole**, Rotor resigned out of protest, donned his nanite suit, and became the leader of **Team Freedom**.



SSSM: Jamal, you've been drawing Sonic comics for several years now! How did you get started at Archie?

JP: I got started at Archie when Sanford Greene, an artist who had done some work on the Sonic the Hedgehog comic, put me in contact with Mike Pellerito who was editor of Sonic at the time. That began a process of submitting artwork to Mike for critiques which was very helpful in preparing me for the job. Although the overall process took time, it was worth it to finally receive that first script.

SSSM: Your first full issue, cover and all interiors, was Sonic the Hedgehog #220 -- what can you tell us about drawing that issue? What scenes inspired you most?

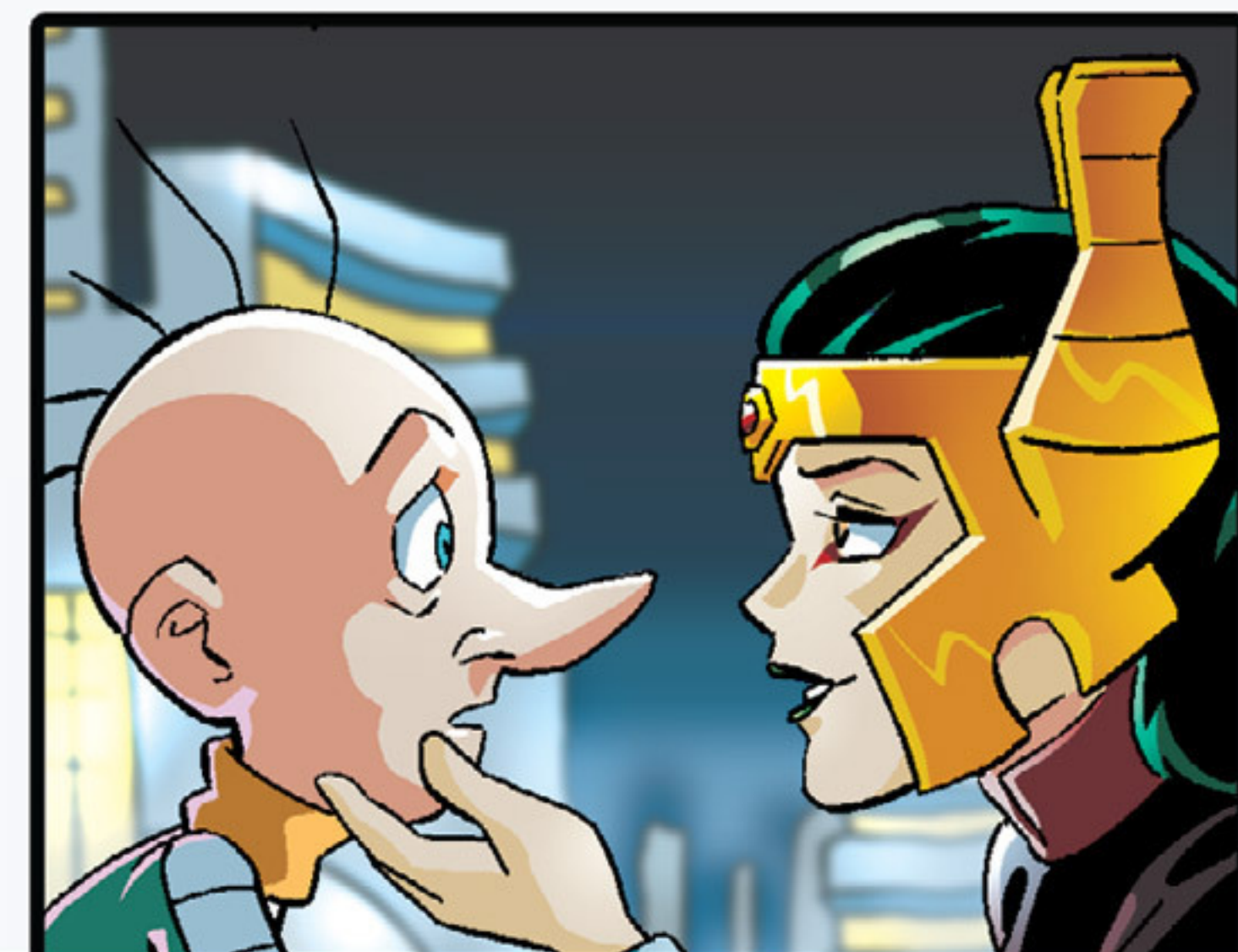
JP: Originally #220 wasn't going to be all me. I think the back up story, which I had done a month or two earlier, was meant for another issue but due to the kinds of changes comics go through on the way to getting published it ended up in issue #220. When Paul told me that it would be my first full issue we joked that it would be all me whether people wanted it or not. My favorite scene from that issue is the opening scene with Sonic and Feist. Page two was fun to draw. I liked Sonic's line about Feist finding "...a better sense of humor... and some personal pronouns..." I always enjoy the dialogue Ian writes, especially the funny stuff.

SSSM: Your skill and precision with the Sonic characters has made you an instant fan-favorite artist! What was it about drawing comic books that made you want to go professional?

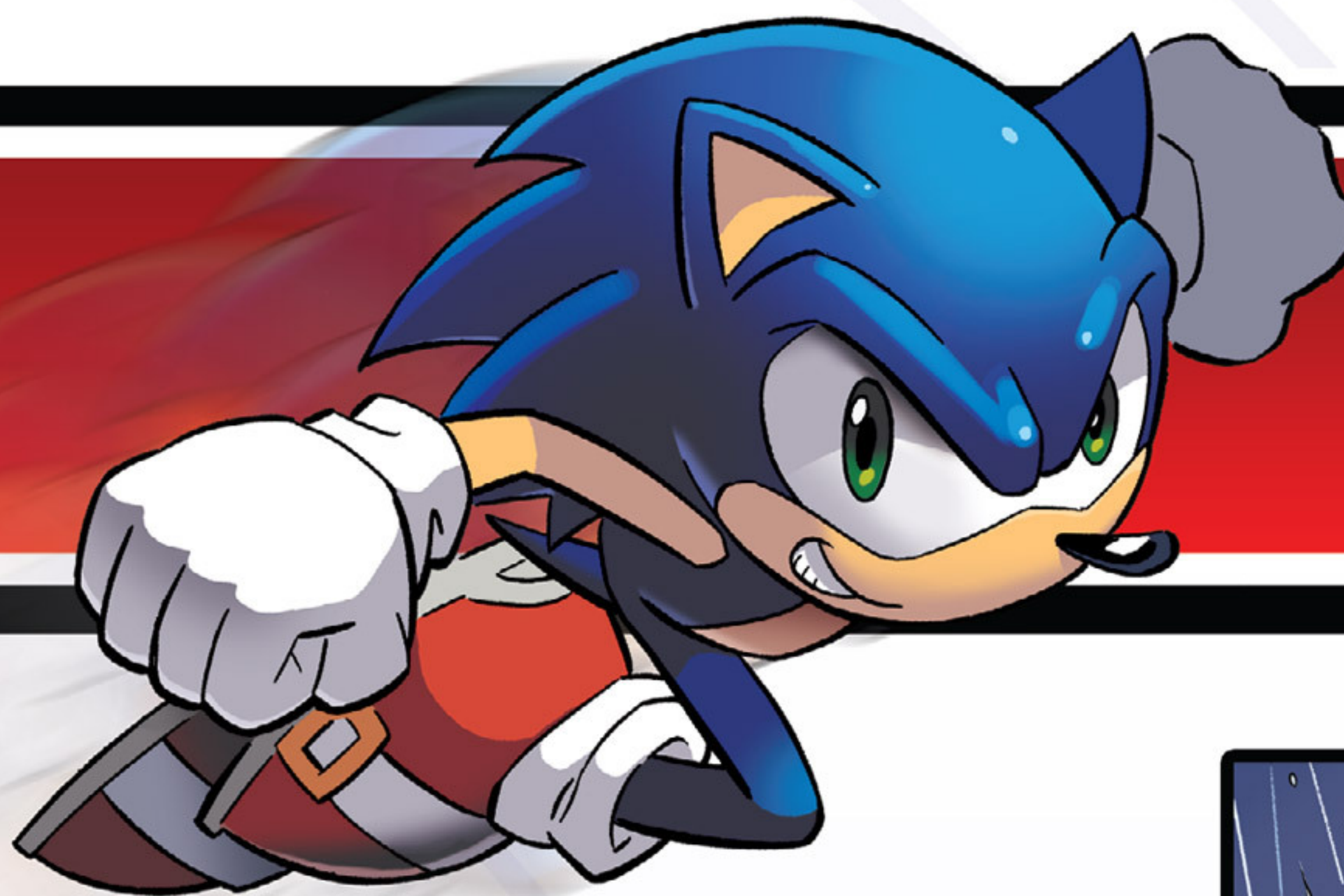
JP: What made me want to get into comics is the fun of telling stories. Comic books combine words



JAMAL PEPPERS
SONIC PENCILER EXTRAORDINAIRE!



PEPPERS HOT START
JAMAL'S FIRST INTERIOR WORK
WAS IN SONIC THE HEDGEHOG #202,
AVAILABLE NOW ON THE SONIC
COMICS APP!

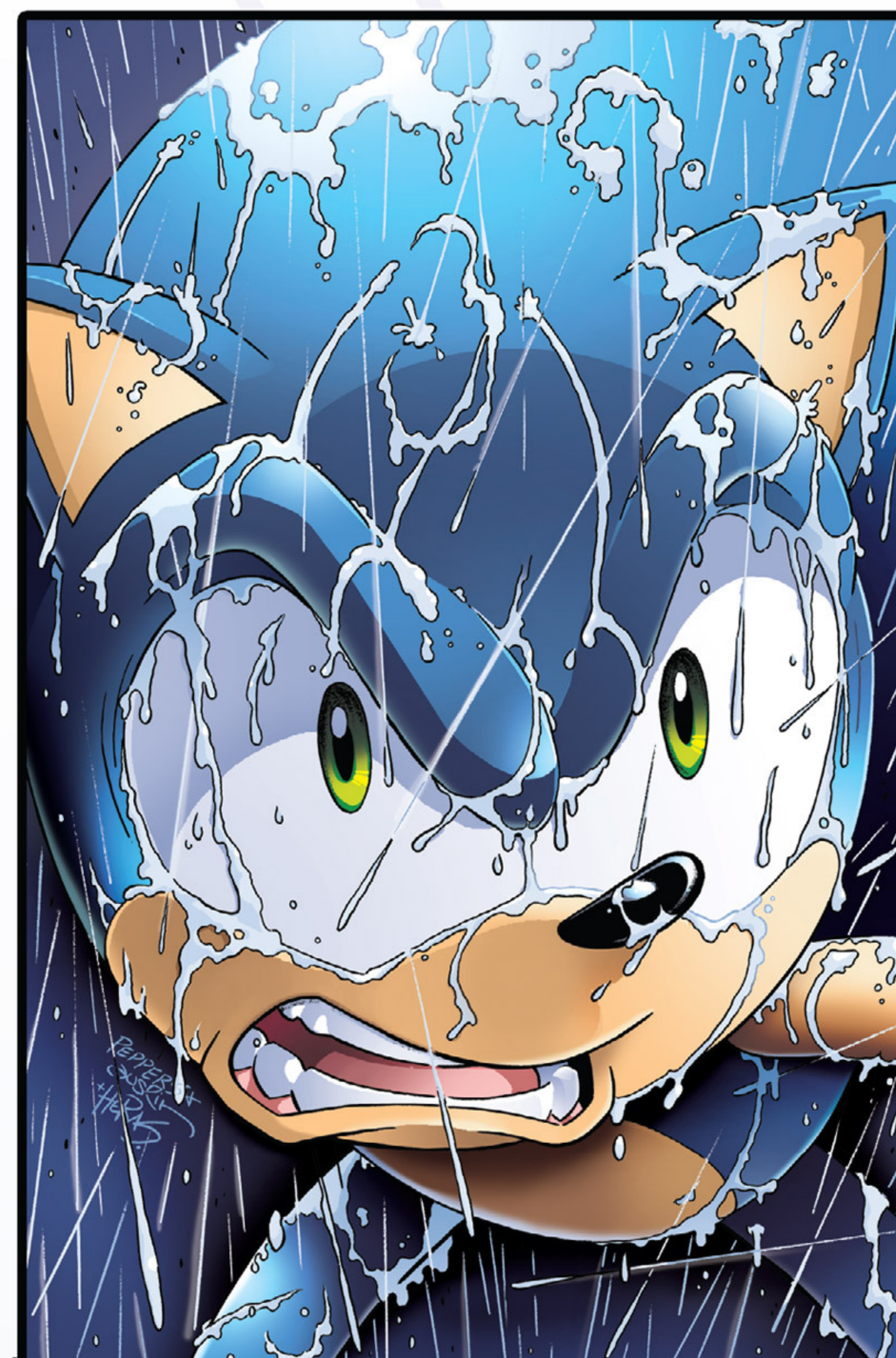


and pictures in a unique way that makes telling a story challenging and exciting. I've always loved to draw and come up with interesting worlds and characters so the idea that people could make a living doing those kinds of things was very appealing to me.

SSSM: "Scrambled" (Sonic Universe #37-40) was easily one of the most memorable story arcs in Sonic Universe to date - what was your favorite scene to draw? What advice do you have for aspiring Sonic comic artists out there?

JP: My favorite scene to draw in "Scrambled" was probably the scene in part three (Sonic Universe #39) where Snively kisses Regina. It's a romantic image but it's also so very goofy, which is how I wrote it, and when I started working on that page I couldn't wait to draw that panel.

My advice to aspiring Sonic artists would be the same advice I'd offer to anyone who wants to draw comics and that's to draw everyday. Practice is important and you should practice drawing all kinds of things. Even the boring stuff. For Sonic don't worry too much about style. Your style will show through on it's own. Just be true to the characters.



HE'S GOTCHA COVERED!

JAMAL HAS ALSO PENCILLED A NUMBER OF COVERS FOR SONIC THE HEDGEHOG! (SONIC THE HEDGEHOG #220 ABOVE)



CONNNN!

JAMAL IS A FREQUENT GUEST AT THE NEW YORK COMIC CON AND MANY OTHER CONVENTIONS! (FROM LEFT: JAMAL PEPPERS, PATRICK SPAZIANTE, AND IAN FLYNN)

